

ABSTRACT

In order to provide an information supply system and a program for a multi-player game that are capable of giving dramatic development to a game story based on selections input by the players, a system is provided with a game information generation section 111 which generates game information and a transfer section 190 which supplies the generated game information to a portable telephone 200 and acquires selection input information of the players. The game information generation section 111 is used to generate game information allowing selection inputs by first and second players and response information corresponding to selection inputs by the first and second players, and the transfer section 190 is used to supply the game information and response information to the portable telephones 200 operated by the first and second players.